
Subject: Merry Christmas

Posted by [-TLS-DJ-EYE-K](#) on Mon, 24 Dec 2012 14:05:57 GMT

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Subject: Re: Merry Christmas

Posted by [Omar007](#) on Mon, 24 Dec 2012 15:09:54 GMT

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Aren't you a day to early?

Merry Christmas anyway

Subject: Re: Merry Christmas

Posted by [Jamie or NuneGa](#) on Mon, 24 Dec 2012 16:57:30 GMT

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Omar007 wrote on Mon, 24 December 2012 15:09Aren't you a day to early?

Too fking right

Subject: Re: Merry Christmas

Posted by [-TLS-DJ-EYE-K](#) on Mon, 24 Dec 2012 23:22:59 GMT

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Not really,Germany celebrates it as the correct date @ the 24.th

Subject: Re: Merry Christmas

Posted by [BAGUETTE](#) on Tue, 25 Dec 2012 01:29:58 GMT

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NOOB

Subject: Re: Merry Christmas

Posted by [crushu06](#) on Tue, 25 Dec 2012 05:06:44 GMT

Subject: Re: Merry Christmas

Posted by [Major-Payne](#) on Wed, 26 Dec 2012 08:56:13 GMT

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I have to make do with wanting to play ren but not being able to due to spending christmas with my gf in a villa in the forest

Subject: Re: Merry Christmas

Posted by [ehhh](#) on Wed, 26 Dec 2012 09:00:33 GMT

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yeah damn families =/

Subject: Re: Merry Christmas

Posted by [-TLS-DJ-EYE-K](#) on Wed, 26 Dec 2012 12:25:24 GMT

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ehhh wrote on Wed, 26 December 2012 00:06so dj spent his christmas afternoon on renegade

how nice

I did what?

Subject: Re: Merry Christmas

Posted by [Taz](#) on Wed, 26 Dec 2012 20:35:03 GMT

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boobs

and

vodkopenis

Subject: Re: Merry Christmas

Posted by [iRANian](#) on Wed, 26 Dec 2012 21:31:16 GMT

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no AR download for christmas, taz? :/

Subject: Re: Merry Christmas
Posted by [Taz](#) on Thu, 27 Dec 2012 06:07:39 GMT
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why would you want to ruin your christmas with that crap?

Subject: Re: Merry Christmas
Posted by [iRANian](#) on Thu, 27 Dec 2012 08:17:42 GMT
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yeah you got a point there

Subject: Re: Merry Christmas
Posted by [danpaul88](#) on Thu, 27 Dec 2012 22:36:46 GMT
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No download, but we have posted a new video from our latest beta build (or, what was the latest last week...);

<http://www.youtube.com/watch?v=pmsdmUGtuMo>

Subject: Re: Merry Christmas
Posted by [Taz](#) on Fri, 28 Dec 2012 08:40:43 GMT
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You need to switch to udk man.
Minecraft has better graphic than that.

Subject: Re: Merry Christmas
Posted by [danpaul88](#) on Fri, 28 Dec 2012 20:45:53 GMT
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From what I've heard uScript is being removed in UE4 in favour of c++ code, so moving to a scripting language that's about to be phased out would be a bad move. Besides, the graphics will be better once we start getting final textures done, most of what you see is placeholder textures. Not that it looks that bad in my opinion... these new hyper-realistic games just look silly because they utterly fail at actually looking realistic.

Subject: Re: Merry Christmas
Posted by [Omar007](#) on Sat, 29 Dec 2012 00:07:07 GMT

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UE4 has no UnrealScript, true but I think it'll be a while before there is a UDK 4.

Aside from that, the Renegade engine is fine for what ApocRising is doing. It might not be as advanced as the UDK or CryEngine for that matter, but it works great for the gameplay. You know, that thing that really matters most ;P

Subject: Re: Merry Christmas

Posted by [sla.ro\(master\)](#) on Sat, 29 Dec 2012 12:23:11 GMT

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Taz wrote on Fri, 28 December 2012 10:40 You need to switch to udk man.
Minecraft has better graphic than that.

if the gameplay is good, i don't think graphics are so important (most new games use tons of shaders, instead of a good model/texture looking)

Subject: Re: Merry Christmas

Posted by [Taz](#) on Sun, 30 Dec 2012 20:23:34 GMT

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sla.ro(master) wrote on Sat, 29 December 2012 05:23 Taz wrote on Fri, 28 December 2012 10:40 You need to switch to udk man.
Minecraft has better graphic than that.

if the gameplay is good, i don't think graphics are so important (most new games use tons of shaders, instead of a good model/texture looking)

That's the problem. Both gameplay and graphics are bad, atleast from what i have played.

A Path Beyond's gameplay has also been butchered by the same team.
They do not know how to make good games.

Subject: Re: Merry Christmas

Posted by [Generalcamo](#) on Sun, 30 Dec 2012 23:42:56 GMT

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...except that AR is not developed by the same team as APB and TS:Reborn. Yeah, they share artists, coders, and testers, but it ends there.

Public Relations is held (quite expertly) by Dtrngd. While regular updates aren't so common anymore, at least he is trying. I don't see him working for the other projects (even though he probably should)

Game Design is handled by OWA, who doesn't do anything for the other projects. Unlike the other project leaders, he also does something significant for the game, as he models up stuff, including characters. So I rather like him, he is probably the best person in the entire team.

Subject: Re: Merry Christmas

Posted by [danpaul88](#) on Mon, 31 Dec 2012 00:05:26 GMT

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We've recently gotten back into the habit of posting monthly blogs (or, rather dtrngd has) and there's been quite a bit of progress since September or so.

Subject: Re: Merry Christmas

Posted by [-TLS-DJ-EYE-K](#) on Mon, 31 Dec 2012 07:54:42 GMT

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And all of this has nothing todo with the original Post...

Subject: Re: Merry Christmas

Posted by [ehhh](#) on Mon, 31 Dec 2012 10:34:03 GMT

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yeah^

so why were you playing ren on christmas
